



PROMOTING ONLINE SAFETY THROUGH GAMING

The CyberAdventure project's aim is to create a computer game for the Online Safety Education of children (7 – 12 years old) – the CyberAdventure Game.

To complement the interactive Game, partners will produce a Toolkit for teachers/trainers and parents to help them make the most of the learning opportunity provided by the Game. The project also offers a training programme with pilot activities, that aims to prepare teachers and other educators on how to approach the online safety topics with children and use the learning Game.

The goal of the project is to raise children's awareness regarding Internet risks and to promote responsible behaviour online.

To keep up-to-date on our upcoming activities, visit our website (<https://www.cyberadventure.eu/>), subscribe to our newsletter, or follow us on Facebook (<https://www.facebook.com/ErasmusCyberAdventure/>).

CyberAdventure is a project co-funded by the Erasmus+ Programme of the European Union.

The project is a collaboration that brings different areas of expertise and different national perspectives on online safety, pedagogy and learning games together to cooperate and exchange experiences in an effort to develop, disseminate and provide the community with the competences to address this issue.

The consortium includes the Aston University (UK), Boon (Portugal), CEIP San Fernando School (Spain), the UAB Karalienes Mortos mokykla (Lituania), SATRO (UK) and Advancis (Portugal).



January (2020) – Project CyberAdventure held its kick-off meeting at Aston Business School in Birmingham. The team is enthusiastic about supporting educators across Europe!

WHY IS THIS PROJECT IMPORTANT?

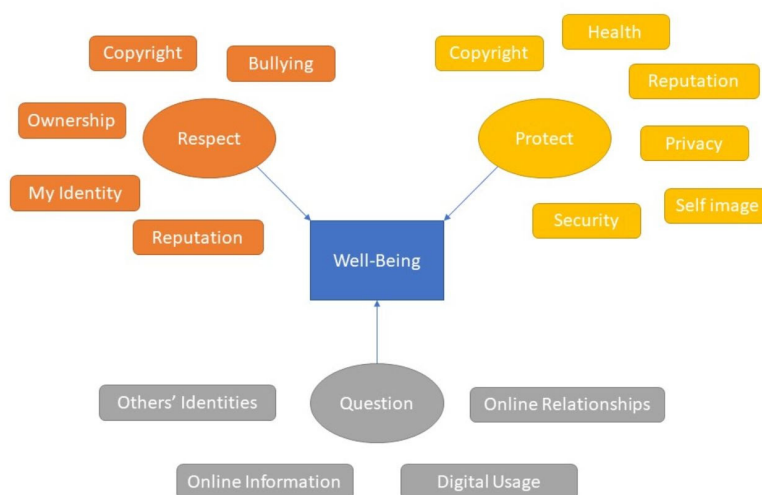
Children have regular access to the internet from an early age and are especially vulnerable to misconduct and other risks;

Teachers (and parents) are called upon to have a stronger role in preparing children to defend themselves from misconduct in the Internet and to promote responsible behaviour;

There is evidence that teachers often miss the competences and tools to engage in online safety education with their pupils/students;

A game can be an easy-to-use and playful tool, capable of engaging both teachers and children, around a serious topic such as online security, and provides a simulated context in which children may experience/understand the consequences of misconduct and other risks without been exposed to real danger/harm.

WHAT ARE WE DOING?



In the initial months of the project partners focused on the development of a learning framework for Internet Safety capable of addressing the needs of the partner countries and the European priorities. This framework will be the base for defining the CyberAdventure Game's concept and specifications.

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